

## **GSR Venturing Program Overview**

The GSR Venturing Program centers around Venturing advancement opportunities, including the RANGER Rank, and the Discover, Pathfinder, and Summit Awards. The program is designed for new and inexperienced scouts and crews for a jump start into the Venturing program, and brings complex program elements to more experienced crews. Attending a GSR Venturing program for two consecutive weeks provides the opportunity to complete the Bronze award, which accomplishes 50% of the Ranger Rank. The GSR Program Staff are happy to help arrange a custom program for your Venturing needs based on the elements provided at GSR.

Sample Class Schedule:

Week 1: COPE, First Aid, Land Navigation, Wilderness Survival

Week 2: Scout's selection of programs fulfilling Bronze//Ranger Award Requirements

### **Camp Bowman**

#### ***Goshen Outdoor Bronze & Ranger Core Requirements***

Camp Bowman at GSR offers seven of the eight core Outdoor Bronze and Ranger requirements, including First Aid, Communications, Cooking, Land Navigation, Leave No Trace, Wilderness Survival, and Conservation. Although portions of Emergency Preparedness can be completed at GSR, some requirements must be completed at home.

We recommend reviewing the following brief course descriptions, as well as reviewing the individual requirements available in the Official Venturing Handbook, and planning to bring any additional materials needed to complete requirements with you to GSR. All requirements are certified by the merit badge staff member, Area Director, or Crew Advisor.

Access a digital copy of Ranger Requirements here:

[https://filestore.scouting.org/filestore/venturing/pdf/ranger\\_award\\_requirements.pdf](https://filestore.scouting.org/filestore/venturing/pdf/ranger_award_requirements.pdf)

#### **First Aid** (*Admin / First Aid*)

The American Red Cross (ARC) Standard First Aid Course is available to Venturers attending GSR upon request for an extra fee. Course completion is dependent on an individual's ability to pass the prescribed ARC examinations and satisfactory demonstrating required skills on the levels established by the ARC. Crew Advisors should bring a check or credit card to pay external training fee at camp.

#### **Cooking** (*Patrol Site & Cooking Demo*)

The Cooking requirement can be completed in the Patrol Cooking environments offered at Camp Bowman. While a basic cooking menu is available to all campers, the Venturing program allows for flexibility in menu planning, however Crew leaders should plan accordingly for supplies and ingredients. Crews of less

than six scouts may invite site guides or commissioners to attend a meal in order to satisfy requirements. Although Colman stoves and Dutch ovens are available to be signed out at the camp Quartermaster, crews should bring a backpacking stove to satisfy requirement 3d. Advisors are responsible to determining if a scout has completed the cooking requirements.

### **Land Navigation**

The majority of Land Navigation requirements may be completed by enrolling in the Orientation Merit Badge, however additional requirements are best taught within the crew setting in your campsite. Crews should bring a GPS to complete the night navigation requirement. Topographic maps of GSR are available for purchase at the individual camp's trading posts. Crews may also wish to consider a hike to Viewing Rock (~3 m from Camp Bowman) to complete the route planning requirement.

### **Wilderness Survival (*Scoutcraft*)**

The majority of the Wilderness Survival requirements can be completed by enrolling in the Wilderness Survival merit badge taught in the Scoutcraft program area. Requirements such as 7b(1) and 7b(2) are best covered in the individual patrol site, as they are not covered by the standard merit badge. The establishment of a Totin' Chip instruction area (with proper instruction and certification) and the building of camp gadgets as a part of the daily campsite inspections offer an incentive for practicing Wilderness Survival skills. Scouts will need to complete an additional Wilderness Survival night than what is offered by the merit badge, which may be completed away from the campsite.

### **Conservation (*Nature*)**

The Conservation requirement is supervised by the Nature Area Staff at Camp Bowman, and is available on request. Classes and discussions focus on invasive species removal, soil and water conservation, fish and wildlife management, and forestry management. Service projects are available in these areas, and are greatly appreciated.

### **Communication, Emergency Preparedness, and Leave No Trace**

The majority of the Communication, Emergency Preparedness, and Leave No Trace requirements can be completed during your time at GSR in a crew campsite setting by utilizing resources that are available. Please review the individual requirements so that scouts have all materials that are needed for the portions that they must complete individually or in small groups.

### ***Goshen Outdoor Bronze & Ranger Elective Requirements***

Of the 18 Elective Requirements, seven are able to be fully completed at Camp Bowman. Venturers should consider the time needed to complete the requirements when scheduling their

course list and siesta time. After the loss of the Outdoor Bronze Award, GSR introduced the Goshen Outdoor Bronze Award, which recognizes the midway point to the Ranger Rank. Upon completion, Advisors may purchase the patches in the Bowman Trading Posts.

### **Ecology** (*Nature*)

The Ecology elective can be completed in conjunction with the conservation core requirement. Please request the availability of this course, as it is not offered as a part of the official merit badge schedule.

### **Fishing** (*Nature*)

The Fishing elective is able to be completed at GSR's beautiful Lake Merriweather. Fishing is not permitted on the dam, spillway, or aquatics waterfronts, but may be pursued in shoreline areas.

### **Lifesaver** (*Aquatics*)

The Lifesaver elective is met by completing the requirements for the award of the Scouts BSA or Venturing Lifeguard requirements. Required courses such as Paddle Craft Safety, Safe Swim Defense, Swimming and Water Rescue, and Safety Afloat are all taught on request by Camp Bowman Aquatics staff. Venturers may also request instruction for additional electives during free swim periods.

### **Mountaineering** (*COPE/Climbing*)

The Mountaineering requirement is available through the Climbing program offered at Camp Post.

### **Plants and Wildlife** (*Nature*)

The Plants and Wildlife requirements can be completed in coordination with the Nature Area Director. Merit badges such as Mammal Study, Forestry, Reptiles and Amphibians, Bird Study, Soil and Water Conservation, and Environmental Science can satisfy some of the requirements.

### **Challenging Outdoor Personal Experience (COPE)** (*COPE/Climbing*)

The GSR COPE course includes team building exercises, low, medium, and high elements for scouts to participate in. The course lasts for 3 hours each day, totally in 15 hours. First time Venturing attendees are encouraged to attend, as it serves as a great introduction to the scouting program and aids in their transition into their units.

### **Shooting Sports** (*Shooting Sports*)

Camp Bowman offers opportunities to complete the Shooting Sports Elective using the recurve or compound bows in archery, the shotgun at the skeet range, or

small-bore rifle at the rifle range. The amount of time required to complete the requirements is based on their individual skill level.

### **Watercraft** (*Aquatics*)

Some of the Watercraft requirements are available for completion at GSR. Venturers should plan to take the prerequisite boating safety courses before their arrival at GSR.

### ***Venturing Advancement/Requirements (Venturing, Discovery, Pathfinder, Summit)***

The Goshen Scout Reservation offers a scouting based location to focus on and complete requirements for the Venturing, Discovery, Pathfinder, and Summit Awards. While participating in merit badge classes and learning new skills, compare what is available at GSR with advancement requirements. We also recommend hosting crew wide discussions on scouting and what they have accomplished each day, which will foster an environment where scouts will continue to be motivated and proud of their accomplishments.

Program areas (e.g. Handicraft pavilion, Nature pavilion, etc.) are available for rent/your use upon request. You may utilize these areas to host trainings for your unit, such as Introduction to Leadership Skills for Crews, Time Setting and Goal Management, Mentoring, and more.

### ***Lenhok'sin High Adventure***

Lenhok'sin High Adventure offers a program where Venturers are able to apply all of their learned skills and put them into practice. Lenhok'sin offers two trek options: backpacking and canoeing. Through the backpacking trek, scouts are able to “plan their own adventure,” using their land navigation and orienteering skills to plan their route throughout the Goshen wilderness while also participating in Lenhok'sin's many outpost programs. The canoeing trek features 61+ miles of white water rafting down the James River. Learn more about the Lenhok'sin Program at <https://www.gotogoshen.org/camps-programs/lenhoksin-high-adventure/>.